Portal™
Loading Instructions

Apple® IIe and IIc Computers

1. If you have one, connect a joystick to your computer.
2. Turn on your computer and monitor.
3. Insert the *Portal* diskette labeled Contains Side 1 and 2 in disk drive 1, label side up, and close the disk drive door.

Amiga™ Computers

1. Turn on your computer and monitor.
2. When so instructed, insert the Kickstart™ diskette in your disk drive.
3. When instructed to insert the Workbench™ diskette in your disk drive, insert the *Portal* diskette labeled 1 in your disk drive, label side up.

Atari® ST™ Computers

1. Turn on your computer and monitor.
2. Insert the *Portal* diskette labeled 1 in the internal disk drive, label side up.
3. After the diskette loads, click twice on PORTAL.PRG.

Commodore® 64™ and 128™ Computers

1. Plus a joystick into port 2 of your computer.
2. Turn on your computer, disk drive, and monitor or TV.
3. *If you have a Commodore 128*, type G064 and press RETURN. When the prompt **ARE YOU SURE?** appears, type Y and press RETURN.
4. Insert the *Portal* diskette labeled Contains Sides 1 and 2 in your disk drive, label side up, and close the disk drive door or latch. Type LOAD "*",8,1 and press RETURN.

IBM® PC,™ PCjr,™ and Tandy® 1000 Computers

1. Connect a joystick, if you have one, to your computer.
2. Boot your computer with DOS.
3. Insert the *Portal* diskette labeled 1 in disk drive A, label side up, and close the disk drive door or latch. With the A> prompt on the screen, type PORTAL and press RETURN.

Macintosh™ Computers

1. Insert the *Portal* diskette labeled 1 in your internal disk drive, label side up.
2. Turn on your computer.

Portal

Written by Rob Swigart.
Produced by Brad Fregger
Programmed by NEXA Corporation.

Original concept by Brad Fregger and Rob Swigart.
Designed by Rob Swigart, Gilman Louie, and Greg Omi.
Graphics by Robert Coston, Anton Widjaja, and Gilman Louie.
Amiga version programmed by Anton Widjaja.
Apple II version programmed by Leonard Chan.
Atari ST version programmed by Elizabeth Khong.
Commodore version programmed by Greg Umi.
IBM version programmed by Aryanto Widodo.
Macintosh version programmed by Thomas Hughes.
Sounds for the Commodore and Amiga versions by Russell Lieblich.

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